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Area 1b: The Brothers Grim...

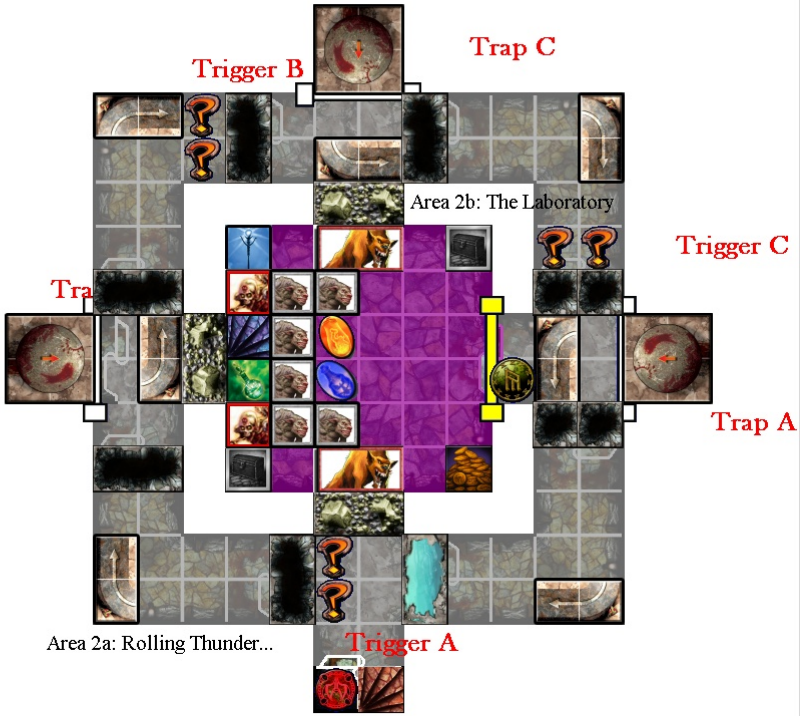
Area 1d: Some Giant Shoes to Fill...

Area 1: Draxaan's Tower: The Barracks

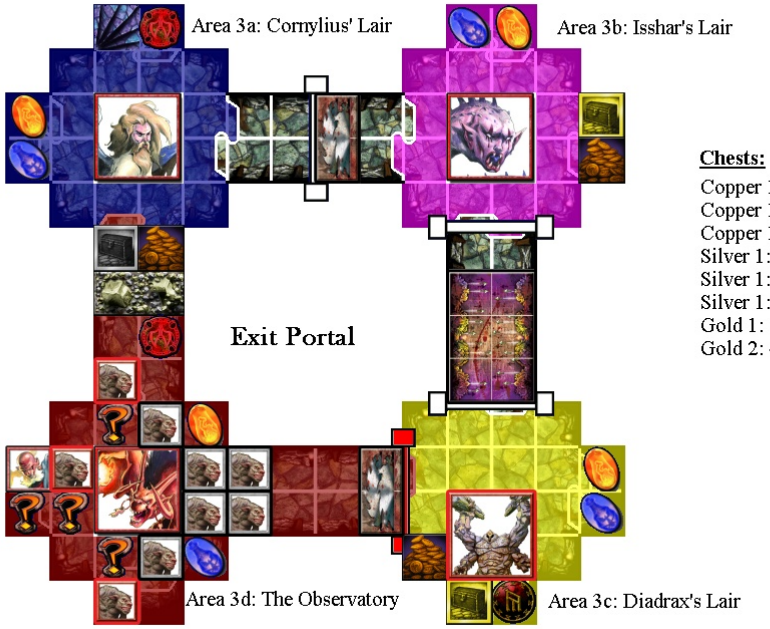
Area 1c: Along Came the spider...

Area 1e: You shall not pass...

Area 2: Draxaan's Tower: The Laboratory



Area 3: The Draxaan's Tower: The Study



Treachery

Chests:

Copper 1: 1 Conquest Counters, 1 Curse, 1 Copper Treasure
Copper 1: 2 Conquest Counters, 2 Curse, 1 Copper Treasure, 100 Gold
Copper 1: 3 Conquest Counters, 3 Curse, 1 Copper Treasure, 200 Gold
Silver 1: 3 Conquest Counters, 1 Curse, 1 Silver Treasure, 100 Gold
Silver 1: 2 Conquest Counters, 1 Curse, 1 Silver Treasure, 200 Gold
Silver 1: 1 Conquest Counters, 3 Curse, 1 Silver Treasure, 300 Gold
Gold 1: 2 Conquest Counters, 4 Curse, 1 Gold Treasure, 200 Gold
Gold 2: 4 Conquest Counters, 4 Curse, 1 Gold Treasure, 400 Gold

Dragon Rites II: Assault on Draxaan's Tower

By George Kizilis

Scenario Background

Although you were tricked by the sorcerer Draxaan into killing the Dragon lord Unthelas and spilling his blood, you have managed to escape the dragonlord's prison before the prison gates were sealed forever.

Now, you must pursue the put an end to the plans of Draxaan, before he can locate and enter the prison of the Master Dragonlord himself, Maxdremarr.

Draxaan, no doubt, will be expecting such an attack on his tower. You have to be therefore both fast and careful.

The Head Sage has obviously gone to great lengths to lay down his plans... He will not give up lightly...

Mission Goals

Your goal is to assault Draxaan's Tower and stop him from completing his evil plan of entering the Master Dragonlord's prison and freeing him.

Area 1a: Start Area

The sage has obviously anticipated an assault and has left nothing to chance. There is a small "welcoming committee" waiting for you here...and they do not look the friendly type! You have best assume that the rest of the tower is heavily guarded also.

Area 1b: The Brothers Grim...

It takes moments to realise that the sage was long in planning this! The lower level of his tower seems to be populated with some of the most fearsome creatures! And certainly this room is no exception.

Upon entering the room you come face to face with the dreaded ogre brothers Gromlok, also known as the brothers Grim, since they are solely responsible for the deaths of a countless number of adventurers. They are also well known to the outer villages of this region for their systematic and ruthless raids.

The brothers seem to have an unnatural taste for cruelty, even for ogre standards! You can only imagine what the sage promised the ogres to enlist them as guards!

Read the following to the players when they first engage the ogres:

The Ogres here are the two brothers Drum and Gruol.

They have been fighting together for a very long time, and they have developed advanced combat tactics. These ogres behave in battle very similar to humans. In particular, instead of moving they may prepare the actions Aim, Dodge or Guard just as if they were heroes. The declaration of these actions follows the normal rules described in the rulebook. In addition, they may also attack twice in one turn as opposed to performing one move and one attack.

Also, the ogres seem to love inflicting pain and suffering to their foes. They actually enjoy killing so much that whenever any of the brothers kills any of his opponents; it drives his brother into blood frenzy. For that turn, the other ogre will roll an additional power die.

Whatever their cruelty is for others, the ogres seem to care for each other deeply. Every time an opponent wounds one of the ogres, his brother MUST attack that opponent, before he can attack anybody else. Only if it s not possible to reach that opponent or the opponent dies, the ogre might resume attacking somebody else. That ogre may also attack any hero on his way to attack the one that wounded his brother if that hero blocks the path of a valid attack to his brother's attacker.

Read this to the players if any of the ogres dies:

If any of the ogre brothers dies, the OL rolls a power die in the beginning of his turn for the remaining ogre and checks the result against the list below:

-Blank: the ogre is overcome by grief about his brother's death. He misses this turn and may do nothing

-1/<heart symbol>: Ogre attacks as normal

-Power Surge: The ogre is enraged about his brother s death. He gains an extra attack this turn

Killing the ogres in this room rewards the following:

Master Ogre: 100 gold, 1 conquest counter

Normal Ogre: 100 Gold

Area 1c: Along Came the spider...

It takes moments to realise that the sage was long in planning this! The lower level of his tower seems to be populated with some of the most fearsome creatures! And certainly this room is no exception. This chamber resembles the guardian chambers you saw in the dragon's prison.

The ancient guardian spiders of the Dark Forests and their sage/fathers inhabit the room.

Long time ago, the head sages sought after the help of the Dark Forest Spiders in order to guard the prisons of the dragon lords. But the cost for the spider's assistance was high: each sage had to offer his first born child as a sacrifice to the Spider God.

Knowing that the consequences of the dragons being released on the world again would be grave, the elder sages agreed to the spider's request. However the spiders deceived them; instead of offering assistance to the sages, the spiders performed a summoning ritual that turned the sage's children into the avatars of the Spider God.

The sages realising the spider's deceit, cursed the spiders never to be able to speak with any other creature but themselves and each spider brood-mother to be devoured by her children the moment her eggs hatch.

Dreadful as the curse might have been for the spider kingdom, nothing could save the sages and their children. Unable to part with their kin, the sages chose to stay with their children rather than abandoning them.

Important: The sorcerer and spider of the same type share an eternal bond. Any damage inflicted to the spider or the sorcerer keeper is shared between the two, i.e. if a spider suffers 4 wounds (after armour is subtracted) it will only receive 2 wounds and its

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sorcerer keeper will receive the other 2. If the sorcerer keeper or the spider dies the surviving spiders/sorcerer receives wounds as normal.

Only spiders can be spawned in this area as random encounter monsters. If any spiders are spawned in addition to the spider in the room, the OL must roll a power die as soon as he/she activates that extra spider. On a result of a blank, that spider is overcome by the spider curse; it must attack the original spider in the room before doing anything else. This rule does not apply for the two initial spiders in the room.

Area 1d: Some Giant Shoes to Fill...

It takes moments to realise that the sage was long in planning this! The lower level of his tower seems to be populated with some of the most fearsome creatures! And certainly this room is no exception.

There seem to be two imprisoned giants in this chamber. It is quite amazing that Draxaan managed to convince not one but two giants to act as guards giving the unpredictability of their temper.

Upon looking closely however you can see how the mage managed that: the giants are blind. As you enter the room, the giants turn and seem to be...sniffing the air...then, as if they can tell where you are, they step forward...

Important: The giants in this room are blind. After the OL activates any of them, he must roll a power die for each giant he activates:
-On a result of a blank, the giants strike misses and hits the wall/floor, causing a small tremor and a localised cave-in. Place a single rock tile on the square the giant was attacking and resolve it as if it was a normal falling stone trap: on anything but a blank on a power die, the hero located on the square is hit by falling rocks from the ceiling.
-On a result of a power surge, the giant may attack as normal. Resolve his attack as normal
-On anything else the giant misses automatically.

The master giants name is Polyfimos. He is the same as a normal master giant with 4 extra wounds. He awards 1 conquest token and 100 gold to the player dealing the killing blow.

Area 1e: You shall not pass...

It takes moments to realise that the sage was long in planning this! The lower level of his tower seems to be populated with some of the most fearsome creatures! And certainly this room is no exception.

The craft of the sage in choosing his guards continues to amaze you! Upon entering the room come face to face with not one but two demons!

At the back of the room, you can see the stairs leading up... What stands between you and the sage now are two very annoyed and fearsome fiends of the Demon Plane...

Important: Do NOT read the following to the players (OL's eyes only!):

The demon's essences are linked with each other somehow.

If one of the demons dies but the other demon is still alive at the end of the heroes' turn, the dead demon is restored to health equal to half the remaining health of the live demon rounded down. The demon that was alive then receives wounds equal to the number of lives the restored demon received, i.e. after an attack that killed the normal demon, the master demon has 6 lives left. The normal demon is brought back to life with 3 life points, while the master demon receives 3 wounds.

The master demons name is Jezebeth and the lesser demon's name is Shax.

The master demon awards: 500 gold and 3 conquest tokens
The normal demon awards 500 gold

Area 2a: Rolling Thunder...

Having negotiated the heavily guarded entrance to the sage's tower, you expect the second level to be equally heavy if not more swarming with enemies.

Yet, upon climbing the stairs you are faces with an aerie quite and dark corridor. However you notice something very strange... The corridor is not level. It seems to be sunk in the middle. The walls on the sides also seem curved, bent, as if a big body passed through this very corridor a number of times. The scratch marks on the walls make it clear that the wall was not build this way but the marks were made later. Whatever that big body was that roamed this corridor, it has left a distinctive mark on its passage.

As you proceed along the path, you find even more interesting albeit worrying signs: old blood stains adorn the floor and parts of the passage as far as the torch light can reveal... Near the crossroads that lies ahead you can see some new bloodstained marks...One of your more astute companions screams in horror:

"Those blood stains are FRESH! Whatever it is that bent these passages like this, may STILL be here!"

Everyone draws swords and readies bows.... You step ahead carefully...

Important: When revealing this part of the dungeon, DO NOT place the boulder traps. Only place the doors that hide them.

Also, advise the players that they can move into a pit as part of their movement although they will still receive 1 wound from the fall that is not reduced by armour.

DO NOT spawn the encounter marks on the map. These are the pressure pads that open the doors and release the boulders from the containers.

Read this to the players when they first land on the squares marked by the encounter counters:

The tile you step onto gives way as the weight of your foot descents upon it... It sinks by a few inches until finally a subtle click noise rises from the floor and echoes throughout the walls... Somewhere in the distance behind you, the sound of a heavy portcullis rising can be heard....Then, distant at first but louder a second later, a slow, deep rumbling fills the corridor...

The traps are triggered by the encounter symbols on the map. As soon as a player lands or passes through that square, the trap is triggered. Trigger A activates Trap A, Trigger B activates Trap B and Trigger C activates Trap C.

Read this to the players when they come in the vicinity of the boulder tracks on the floor:

As you look at the ground closely, you notice a path curved

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in the rock.

This path seems to be curved right in the middle of the corridor and it seems to be tracing the whole of this floor.

Area 2b: The Laboratory

You finally managed to find Draxaan's Lab. The problem is that instead of the head sage, there is a score of creatures been left here instead.

The sage seems to have left in a hurry: Most of his supplies and more to the point his staff is left in this room.

However, the creatures in this room will not make the scavenging activity easy...

Area 3a: Cornylius' Lair

If the previous floor was devoid of many guards, this floor is certainly not the same. Upon climbing up the stairs, you are faced with the notorious Manticore Cornylius.

The manticore turns to the adventurers and says;

"Greetings adventurers! I have been instructed by my master to not let you pass. However I will make you a deal. If you manage to answer my riddle, I shall show mercy on you. If you fail, your end is guaranteed to be a long and painful one. Do you accept my challenge?"

Read this to the players if they decide to accept the challenge:

The manticore tells the heroes the following riddle:
"I'm as small as an ant, as big as a whale.
I'll approach like a breeze, but can come like a gale.
By some I get hit, but all have shown fear.
I'll dance to the music, though I can't hear.
Of names I have many, of names I have one.
I'm as slow as a snail, but from me you can't run.
What am I?"

Read the following to the players if they say that the answer is "shadow"

The manticore smiles to you:

"You have answered wisely my friends. I will be true to my word. Your end shall be shift and merciful. HAHAHAHAHAHA!"

The players are awarded 3 conquest tokens and 100 gold each for answering the riddle correctly.

The manticore now activates and attacks immediately.
Read this to the players if their answer is not "Shadow"

The Manticore says to you:

"You have answered....unwisely. Prepare to die now mortals...Nothing personal."

The manticore attacks...

Important: Defeating Cornylius awards the heroes with 1 conquest counter, and 100 gold each

Area 3b: Isshar's Lair

Upon entering the room, you come face to face with a Naga. The powerful serpent turns to face you:

"Welcome mortalsss! I am Isshar and I have been tassked with the guarding of this chamberssss. I have been inssstructed of your arrival. I am terribly sssorry but I cannot let you passss!"

The Naga then attacks you.

If the heroes wound the Naga but do not kill it, read the following:

Upon touching the floor, the blood from the Naga's wound reacts with the dust and dirt.

Right before your very eyes, another Naga apears!

Important: This will happen every time the Naga is wounded and not killed.

If all of the Naga figures were used, the OL may remove old figures and summon new ones.

Only normal, non-master naga may be summoned this way.
Important: Defeating Isshar awards the heroes 3 conquest counters and 100 gold each.

Area 3c: Diadrax's Lair

This room seems to have been the vault of the tower since it seems decorated better than all the other chambers you have seen so far.

At the far corner of the room, you can see a golem.

As you enter the room, the golem's eyes open and a deep rumbling voice is heard:

"I am the vault guardian Diadrax. None but my master is allowed in this chamber trespassers! Prepare to die!"

Important: Diadrax is an extremely touch skinned golem. Any melee attack that misses or does not cause any wounds risks of breaking the melee weapon that the hero used to attack. The Hero rolls a power die. On a result of a blank, the weapon breaks and is automatically removed from the hero s inventory. It may not be used again in this game. Artefact weapons are except from this, as they may never break.

If a hero fights unarmed and misses or fails to score any wounds, then he receives one wound (ignoring armour).
Important: Defeating Diadrax awards the heroes 3 conquest counters and 100 gold each

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Area 3d: The Observatory

At last! You have reached the observatory! The Head Sage Draxaan is bound to be in here! As you enter the room, you realise that you were too late; Draxaan is in the middle of a metamorphosis ritual. No doubt this ritual will allow him to enter the prison of the dragonlord Maxdremarr. In the centre of the room, a greater demon is held suspended in a summoning force field. Around the main summoning circle in the middle lie three lesser ones with a master cobolt standing by each of them.

The sage turns to you and says:
"You have shown persistence...a quality seldom found in village folk nowadays, but persistence nonetheless! One has to admire the courage and devotion you have shown so far! Pity there would be nobody left to remember or reward it!"

He suddenly then turns to the cobolts that are lurking nearby:
"We are so close now. I do not wish to be disturbed further. Dispatch these pests!"

The cobolts closer to the door turn and attack you, while the master cobolts step into three summoning circles located around the master summoning circle where the demon is held imprisoned

As soon as the players enter the room, do the following:
The cobolts step into the lesser summoning circles and the head sage steps into the summoning circle that is right below him.

The cobolts perform a standard attack on the demon ignoring armour. Any wounds scored from these attacks, the head sage gains in health.

For as long as the cobolts stay in the summoning circles and attack the demon this way, Draxaan will gain health equal to the wounds scored.

The cobolts located on the summoning circles may not move or attack the heroes if they perform an attack on the demon. they can also be attacked from the players. If any of the master cobolts is wounded during such an attack, they may not perform an attack on the demon that turn.

The normal cobolts may attack the heroes as normal. The OL here must prevent the heroes from doing ANY damage to the master cobolts attacking the demon. If the cobolts attacking the demons die, the OL may move other cobolt on the summoning circle and use that to attack the demon, assuming that the cobolt has not attacked in that turn already.
Important: Only cobolts may be used to attack the demon from the summoning circles.
Read this if the cobolts manage to kill the demon:

With the last wound the demon falls to the ground lifeless, his blood split on the summoning circle, which now glows with an unholy light.

The glow, steadily grows stronger and suddenly a bright light flashes from the circle.

You clear your eyes and try to refocus; the demon body has gone, as have the master cobolts on the lesser summoning circles. Most worryingly, Draxaan has also disappeared! The summoning circle flashes one more time and when you clear your eyes, a dragon now stands at the centre of it.

The dragon takes a look at the heroes and says:
"Ah mortals! You have fought valiantly but in vein. My name is, Naxanzendar, son of the dragonlord Maxdremarr. You need not worry about the sage anymore. Aeons ago during the dragonlord war with the mortal races, I was banished from this plane. From my prison I was only able to reach sensitive minds that were attuned to communicating with the other planes. Draxaan was such a mind. It was I that corrupted him and lead him to kill the dragonlord Unthelas. The fool thought he would turn to a dragon himself! Instead, the ritual he performed was destined to summon me back to the material plane. The demon he killed was the guardian to my prison!

Since it was you that helped obtain the blood of the dragonlord ensuring my freedom, I will spare your lives for now. Besides, I need to release my father from his humiliating prison! Soon the world shall know the wrath of the dragonlords once again!". The dragon then turn to the left where an exit portal lies...

The objective of the dragon is to escape the tower by the portal located at the end of the corridor to the top of the room. The dragon will attack any creature (hero or monster) that stands in his way to the exit.
Important: If the dragon manages to escape the dungeon, the heroes loose 6 conquest tokens. If after losing the 6 tokens, the heroes still have at least one conquest token left, the players win the game. If however that removes the last tokens the players have, the players lose the game. Regardless of the result, the quest is complete.
Read this if the players manage to kill the dragon:

With a well-aimed blow, the dragon falls on the floor. Even though you did not prevent the summoning of Naxanzendar in the material plane, you have put an end to his plans of releasing his father, the Lord of all dragonlords.

The players managed to prevent Draxaan from achieving his goals and killed the dragon Naxanzendar before he could leave the tower. The heroes win the quest.
Read the following to the players, if they manage to prevent the killing of the demon. This can be achieved by either attacking the mage or killing all the cobolts in the room or the head sage.

As you deal the final blow the last foe falls lifeless.

The shield that was holding the demon prisoner is now collapsing. The demon speaks to you:
"Thank you for freeing me mortals. You have prevented a great evil here today. Evil that was imprisoned long time ago. I will return to my plain and guard the one that needs to be guarded". With that, the demon disappears.

The heavily wounded body of Draxaan falls on the floor. Draxaan is breathing and bleeding heavily.
"Alas, you have bested me! Enjoy your victory for it will be short-lived. You might have won the battle but not the war!"

Before the heroes can react further, the mage mumbles something and disappears.

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